Standards: M03.B-O.3.1.4

M03.B-O.3.1.3

Practice Standards: Make sense of problems and persevere in solving them

Reason abstractly and quantitatively

What visual(s) will you use? Deck of cards (no face cards) for each pair of students

This will be a mental math game that could be done at the beginning of class as a warm up exercise.

Name: 100 Wins!!

Students are paired up and each pair of students will have a deck of cards (no face cards). The students will select the top five cards and try to create an addition problem that will have a sum of 100. Example: one pair selects 2,3,5,5,7 and they might make the problem 75+25+3 for a sum of 103. After each pair of students has their problem, they will share with the class their problem and sum. The group with the number closest to 100 wins! I would allow the students to critique the placement of the numbers and their math if necessary. This could continue with the next five cards in the deck.

What questions you will ask as students are engaged in the activity to surface the mathematics?

Can you think of a different way to use your numbers that would get a number closer to 100?

How did you decide to put the numbers in the places that you have selected?

Using only four of the cards, can you create a new problem that will make 100?

Many more questions can arise as the activity unfolds.